

MANAGEMENT OF LIMITED RESOURCES IN A GRAPHICS SYSTEM

ABSTRACT OF THE DISCLOSURE

[0068] A graphics application generates graphics data, including draw commands and instructions to load textures. The application loads draw commands into a list and associated logic for later transfer to graphics hardware. Draw commands may be associated with one or more predicate functions that prevent the commands from being transferred before the graphics hardware is ready to receive them. The application further loads textures into a texture memory or stores instructions for loading textures in a texture load list. A development environment allows such applications to be developed without requiring developers to specifically code these functionalities.

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